

RED DEAD REDEMPTION

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FEATURES: SCORE & SOUNDTRACK

THE SCORE

Composed by critically-acclaimed recording artists Bill Elm and Woody Jackson, the Red Dead Redemption score is an expansive range of tones and sounds that captures the haunting sound of the dying American West and Mexico at the turn of the century.



Bill Elm



Woody Jackson

Filled with sweeping strings, martial timpani, and piercing horns, this music was performed on authentic instruments of the period by a host of notable and accomplished session musicians under Elm and Jackson's helm.

Click on a track name to listen to a taste of a few of the original cues that underscore your quest across the plains, the canyons and a volatile Mexico.

(Theme from) Red Dead Redemption
Triggernometry (snippet)
Redemption in Dub (snippet)

Drawing from their previous cinematic work for films such as Ocean's 12, Fast Food Nation, Ocean's 13, and Youth in Revolt, Elm and Jackson composed over 14 hours of dramatic music stems that weave in and out dynamically during gameplay, assuring a different sonic experience each play. All of the stems building from the pastoral, to the suspenseful, to the chase, to the gun fight; the music layers and coils on top of itself as the adventure unwinds in direct response to the actions taken and choices made by John Marston. Depending on the style and pace of play, the regions visited and paths taken, the score snakes along to follow the mood and tension of the game. The sheer wealth of options the open world atmosphere of Red Dead Redemption provides ensures limitless possibilities for the diversity of its score, resulting in a decidedly authentic western atmosphere - that can change at a moment's notice.

THE SOUNDTRACK



David Holmes

With the in-game score being written in stems versus actual songs with a clear beginning, middle and end, Irish DJ, producer and composer David Holmes was called in to sift through over 14 hours of recorded music and then piece together and create songs that had listenability outside of gameplay as stand-alone music. The pieces were written at 130 bpm and in A minor, for maximum blendability and diversity of sound.

Holmes' background as a DJ and producer, as well as his keen ear for emotive musical phrases, aided him in arranging Elm and Jackson's compositions. One objective of the soundtrack album was to give a fair representation of the many sounds and moods in the actual game; not just as the stems, but as complete songs that can be listened to as a stand-alone album.

Over a 3 week period, Holmes did just that; taking the best and most representative pieces that Elm and Jackson composed and fashioning 15 instrumental tracks. No song on the soundtrack album is present in the game note for note, so much as the elements and musical motifs that can be heard throughout. From riding through desolate canyons, to quiet ranch life, to hunting and chasing wildlife, to gun fights with outlaws, what Holmes calls "[his] best project to date" brings Elm and Jackson's interpretations of the Old West to life.

Rounding out the soundtrack album are 4 exclusive vocal performances by Jose Gonzalez, Ashtar Command, Jamie Lidell and William Elliott Whitmore.

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[Jose Gonzalez](#)

[Ashtar Command](#)

[Jamie Lidell](#)

[William Elliott Whitmore](#)

Jose's Gonzalez and Ashtar Command, both composed wholly original songs in "Far Away" and "Deadman's Gun" respectively for the soundtrack album. William Elliott Whitmore gave a haunting a cappella rendition of the western standard "Bury Me Not On The Lone Prairie", while Jamie Lidell submitted a special edit of his song "Compass". Each vocal track adds a dually authentic yet contemporary flair to the atmosphere of the album.



TRACK LISTING

Born Unto Trouble 3:12
The Shootist (James Lidell) 4:17
Dead End Alley 2:06
Horseplay 3:49
Luz y Sombra 5:19
El Club de los Cuerpos 6:24
Estancia 2:01
(Theme From) Red Dead Redemption 5:38
Triggernometry 5:23
Gunplay 1:28
Redemption In Dub 2:09
Muertos Rojos (The Gunslinger's Lament) 5:50
The Outlaw's Return 6:53
Exodus In America 4:59
Already Dead 1:31
Far Away (José González) 4:39
Compass (Red Dead On Arrival Version) (James Lidell) 2:59
Deadman's Gun (Ashtar Command) 4:15
Bury Me Not On The Lone Prairie (William Elliott Whitmore) 2:24

PURCHASE SOUNDTRACK

Digital:

[iTunes \(US\)](#)

[iTunes \(EU\)](#)

[Amazon \(US\)](#)

[Amazon \(UK\)](#)

[Amazon \(DE\)](#)

[Amazon \(FR\)](#)

[eMusic \(US\)](#)

Or buy the CD exclusively from

[The Rockstar Warehouse](#)

RED DEAD REDEMPTION UNDEAD NIGHTMARE ORIGINAL SOUNDTRACK

The Red Dead Redemption: Undead Nightmare Original Soundtrack is now available - featuring all new music composed by Bill Elm & Woody Jackson, with original contributions made by Kreeps and Misterio.



TRACK LISTING

Undead Nightmare 1:07
Zombie Corpseplay 2:53
Get Back in that Hole, Partner 2:36
Army of Undead 2:23
Chupacabra 3:19
Zombie Peyote 1:41
Ojo Muerto 1:49
Blunderbuss Blues 1:58
Four Horses of the Apocalypse 5:03
Blackwater, U.S.A. 5:21
Undead Redemption 1:42
Missing Souls 1:32
A Man Ready For Anything 1:57
Showdown at Escalara 2:43
Bad Voodoo (Kreeps) 3:41
Dead Man Walking (Kreeps) 3:52
Dead Sled (Kreeps) 2:09
Stinkin' Zombies (Misterio) 3:11

PURCHASE SOUNDTRACK

Digital:

[iTunes \(US\)](#)

[iTunes \(EU\)](#)

[Amazon \(US\)](#)

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Red Dead Redemption: "Far Away" Music Video (Red Dead Redemption OST)



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PlayStation.



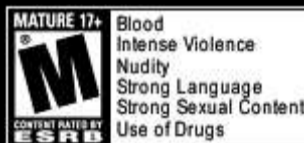
XBOX 360.



XBOX ONE



RED DEAD



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